



This tutorial can be found at <http://tqewitt.wikispaces.com/XXXXXXXXX>.  
An example website can be viewed at: <http://tqewitt.com/advanced>

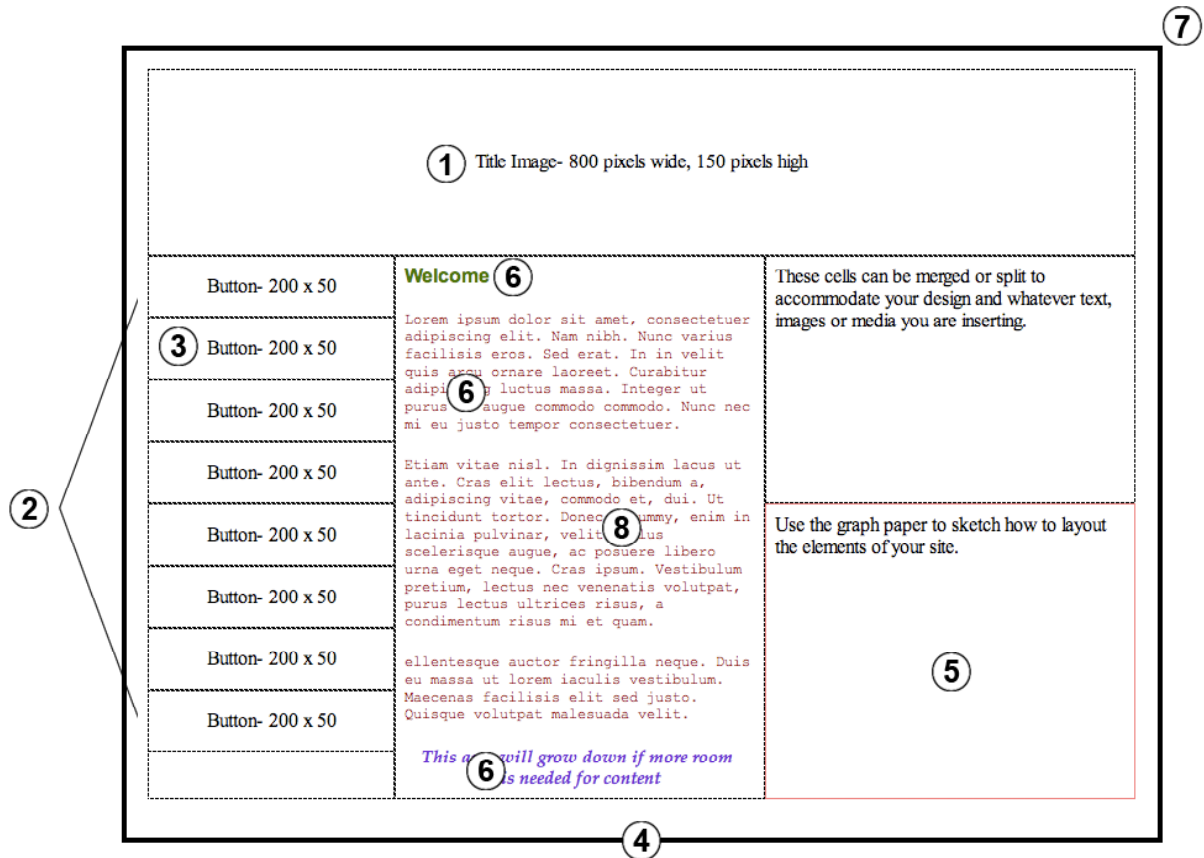
This tutorial will walk participants through the development of a website. Since a website needs content, we will use the lessons of this workshop as the content of our website. Participants will go home with a website that they can use in the classroom.

Follow the steps below. Within this packet are the corresponding tutorials.

## **STEPS**

1. Create folder on Desktop
2. Download template.html from Wiki- XXXXX
3. View Online: Anatomy of a Website
4. Fireworks: Create Buttons
5. Fireworks: Create 2<sup>nd</sup> Buttons for Rollover
6. Fireworks: Create Title Banner Graphic
7. Dreamweaver: Open template.html
8. Dreamweaver: Change CSS Styles
9. Dreamweaver: Change Page Properties
10. Dreamweaver: Change Table & Cell Properties
11. Dreamweaver: Insert Title Banner Graphic
12. Dreamweaver: Insert Buttons
13. Dreamweaver: Create Rollover Buttons
14. Dreamweaver: Link Buttons
15. Dreamweaver: Create Pages Using "Save As..."
16. Dreamweaver: Add Content to Pages
17. Download Image from Pics4Learning.com
18. Fireworks: Edit Photo
19. Fireworks: Add Photo to Title Banner Image
20. Dreamweaver: Insert Photos to "Photo Editing" page
21. Download Image from Pics4Learning.com
22. Fireworks: Give Photos Fancy Edges
23. Dreamweaver: Insert Images to "Photo Finishes" page
24. Upload and share websites

# Anatomy of a Webpage



## 1. Title Banner

An eye-popping graphic with the website's title that appears on every page. Any font can be used for text. Textures, colors and photos make each banner unique.

## 2. Navigation

Clearly organized area on every page that allows user to click through website content. Navigation is traditionally made up of "buttons".

## 3. Button

Graphic that allows user to click to specified area of the website. Buttons can have a rollover effect, appear 3D, and use any font.

## 4. Table

Tables organize web content into different cells. Tables can be inserted within other tables for a 'nesting' effect. Table Properties (background color, padding, spacing and alignment) can be changed.

## **5. Cell**

Cells are defined areas within a Table where content is placed. Cell background can be changed. Images placed within a cell must not be larger than cell size.

## **6. Styles**

Styles are predetermined RULES for the properties of assigned text. Rules can be edited in the Properties windows by clicking the 'CSS' button on the left. The following Rules have been defined in your template:

- a. .PageTitle
- b. .ParagraphText
- c. .HighlightedText

## **7. Page Properties**

Page title, default font, background color and images are defined here. The properties can be changed either in the Properties window or in Modify > Page Properties...

## **8. Text (aka "Copy")**

The paragraphs of content for website.

The copy should be typed and edited BEFORE being placed inside cells.

Use either blank Dreamweaver pages or Text Edit to create copy.

DO NOT format text until copied and pasted into template.

One carriage return will create a space between paragraphs.

Copy will be formatted in Dreamweaver using CSS Rules.

The website should have no more than three styles of text.

## **9. Graphics**

Images for your website can come from cameras, scanning hand-drawn illustrations, creating digital graphics using Fireworks, Photoshop, or any other image editing software.

Images should be edited and properly sized BEFORE inserting them into your web page in Dreamweaver.

All images MUST live in your project folder.

Images may not be moved around after insertion.

Image formats can include .png, .jpg, or .gif

## **10. Color Scheme**

Websites have a coherent look by sticking to a color palette of no more than three colors and their varying shades.

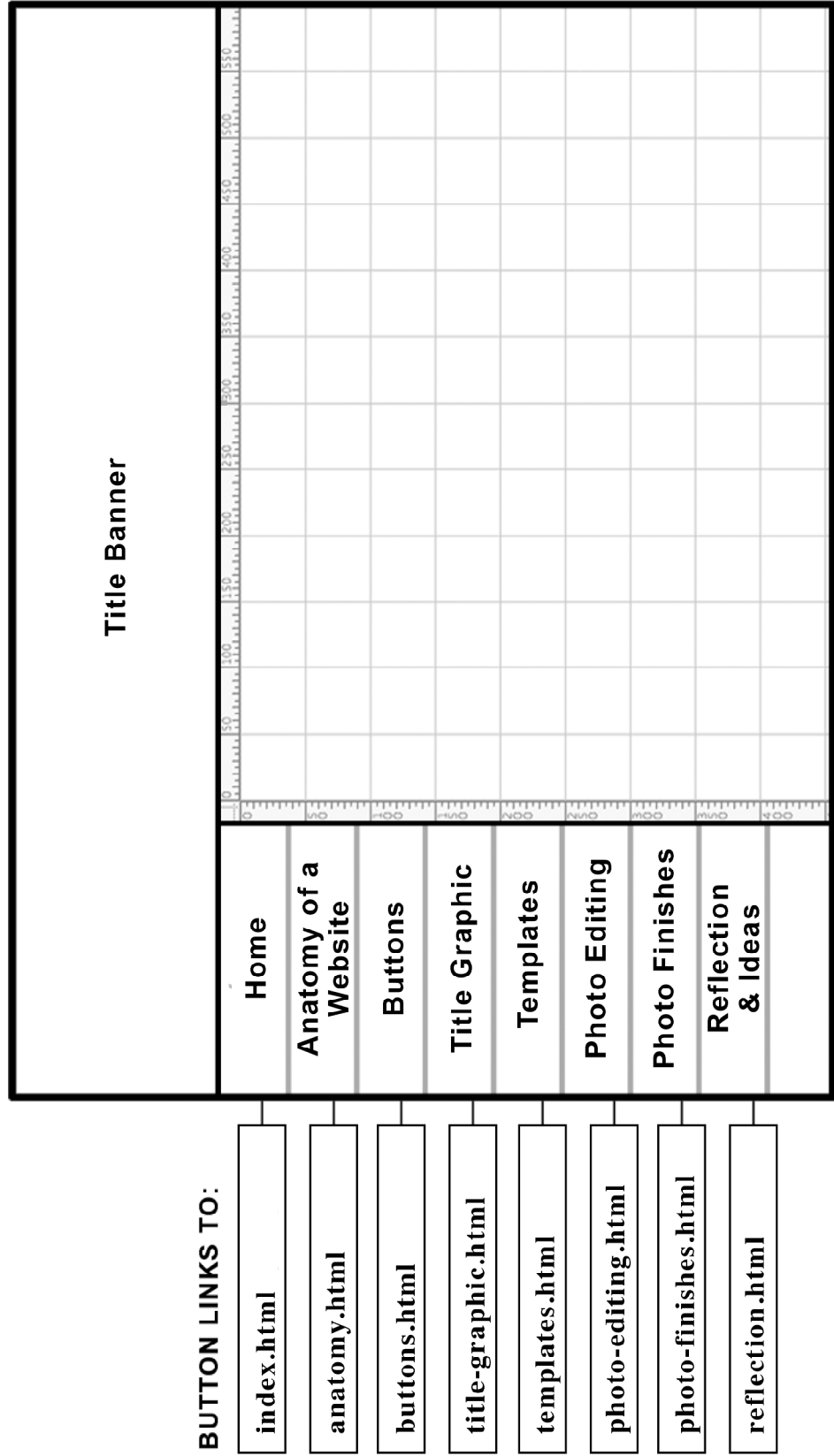
Colors should compliment each other.

Text color should be readable on background color.

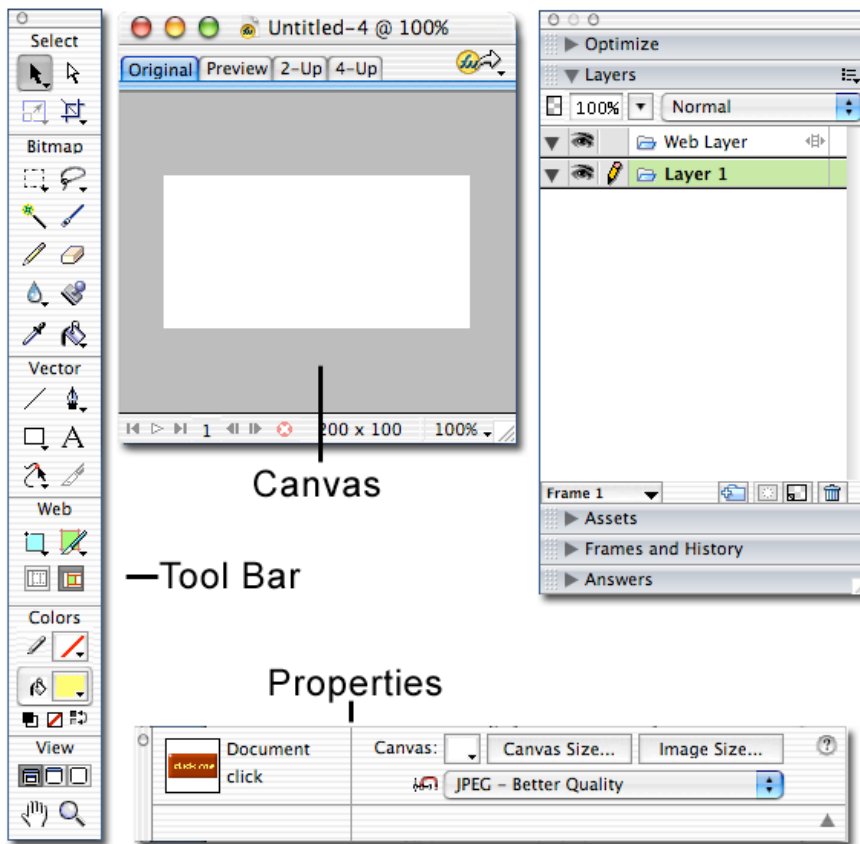
# Template for TQEWITT Advanced Workshop

This template is designed to follow the lessons learned in the TQEWITT Advanced Workshop where all participants will create a website documenting all of the lessons learned throughout the day. **Follow the template for naming and linking buttons.**

TITLE IMAGE: w: 800 h:150



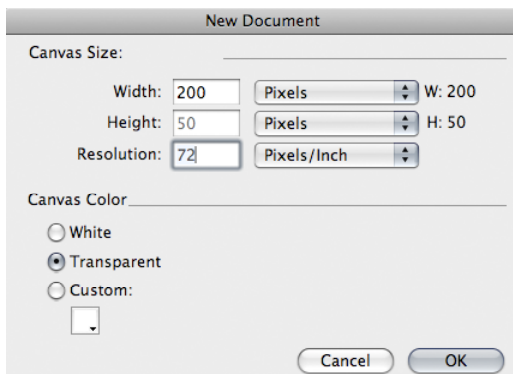
# Fireworks Button Tutorial



## Creating A Button for your website

Fireworks, like Photoshop, is a powerful professional tool used by designers and programmers alike. You can use this software for creating original graphics, to resize images, and even for making animated GIFs!

Try this basic tutorial and then explore on your own!



## Create a folder for your work

### Start a New Document

File > New

Width: 200

Height: 50

Pixels/Inch: 72



## Draw a Shape for Your Button

Click on Rectangle in the Tool Box

Select a color

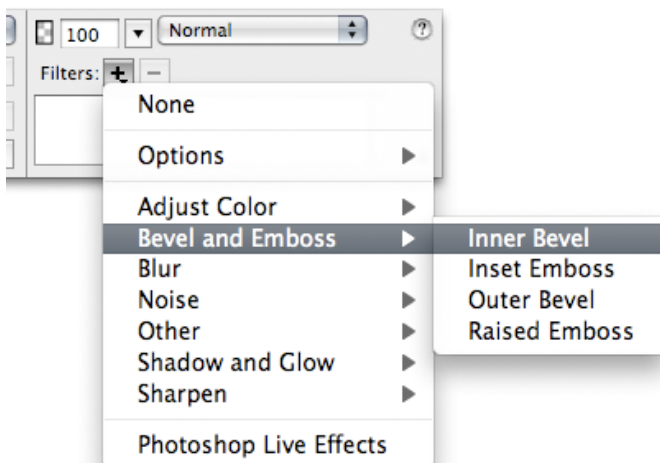
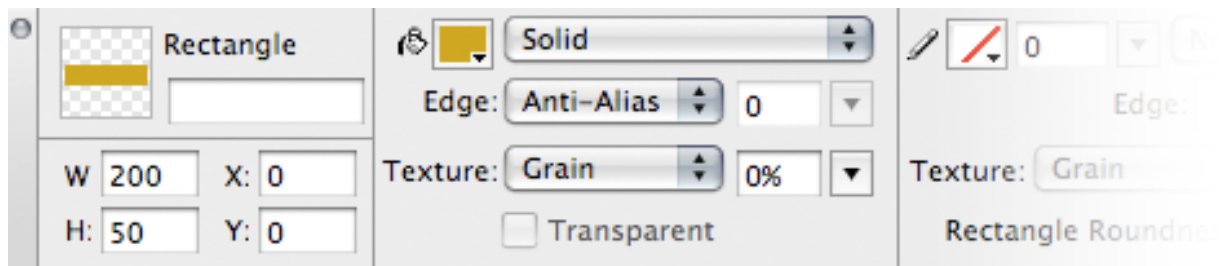
Draw rectangle

## Perfect the Size and Position of rectangle in Properties Menu:

W: 200 H: 50

X: 0 Y: 0

*(X and Y refer to the coordinates for positioning)*



## Add Filters To Rectangle

Go to the Properties Window

Click on the “+” next to “Filters”

Scroll down to “Bevel and Emboss”

Choose “Inner Bevel”

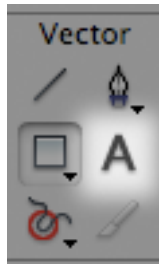
Experiment with the settings



**Your button should look something like this.**

*\*Tip: You can remove Filters that you do not like by selecting the name of the filter in the Properties Menu and clicking the “-” to subtract it from your shape.*

## Add Text to Your Button



Select a color

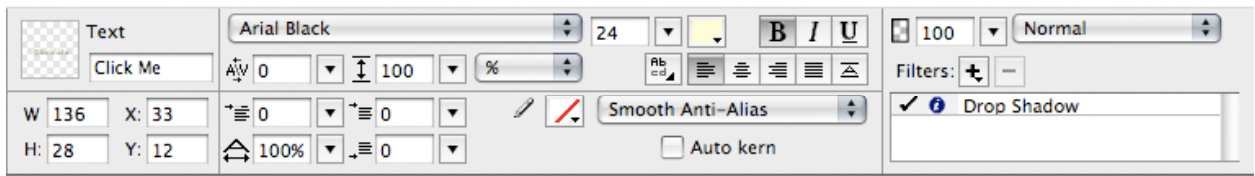
Select the Text Tool in the Tool Box

Position cursor in your button and type

Change font style and size

Use the Pointer Tool to move text

Add Effects from the Properties Window



*\*Tip: Text remains 'live' which allows you to go back and change any of the properties at any time.*



**Your button should look something like this.**

## SAVING

One of the great things about Fireworks is that you can save it as a .png and insert it into Dreamweaver as is. Then, should you want to change the font or the background color of the button, you can open the .png file in Fireworks and easily make those changes. Take that JPEG!

### File > Save

Name the button "clickme.png"  
Save it into your project folder



## CREATE MULTIPLE BUTTONS WITH 'SAVE AS...'

Select the text.

Type "About Me"

File > Save As...

Name the button "aboutme.png"

Repeat!

# CUSTOMIZING “template.html” in DREAMWEAVER

## STYLES

**CSS (Cascading Style Sheets)** allow you to define styles for your site. There are many benefits of using style sheets- design consistency, efficiency, and flexibility. We will be using Internal Style Sheets this year. (External Style Sheets will be introduced next year!)

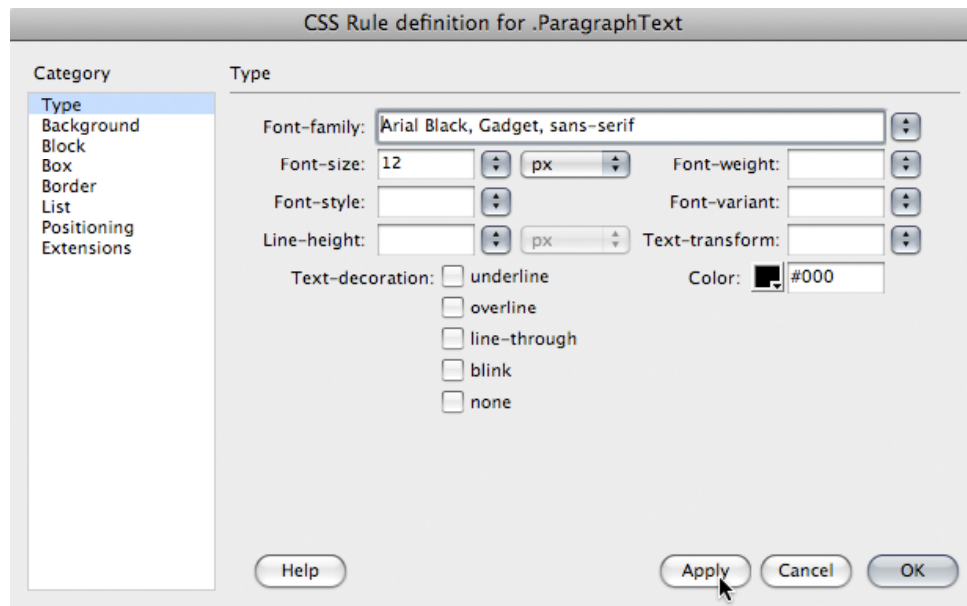
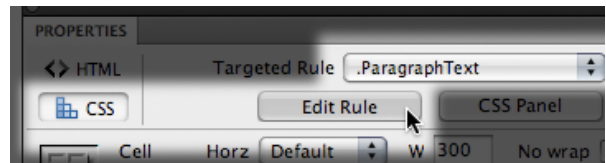
The Properties window now has HTML and CSS options. You will be toggling between both- pay attention to which you need for each step.

As illustrated in “Anatomy of a Webpage”, Styles apply to text using Rules. Three Rules have been defined for your site:

- a. .PageTitle
- b. .ParagraphText
- c. .HighlightedText

### Editing the Rule “.ParagraphText”

1. Click CSS in Properties window
2. Select “.ParagraphText” in drop-down
3. Click “Edit Rule”
4. Change Font Family, Size, Color
5. Click “Apply” to preview change
6. Click “OK” to keep changes



**Repeat these steps with .PageTitle and .Highlighted Text**

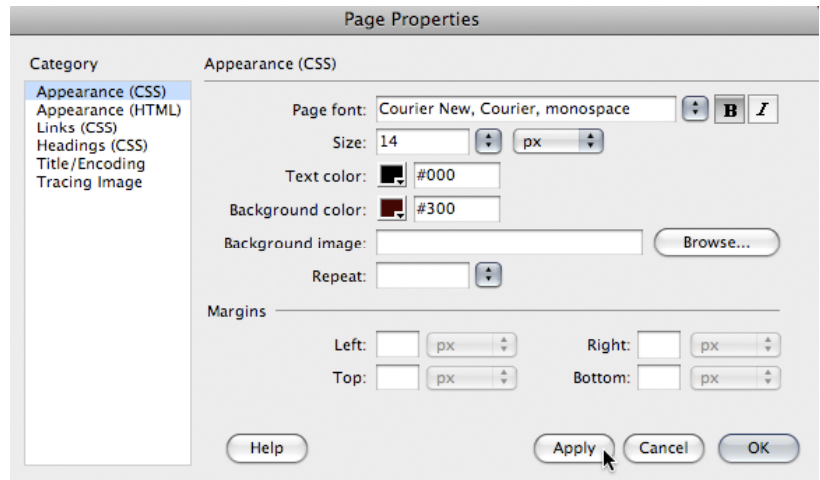


## PAGE PROPERTIES

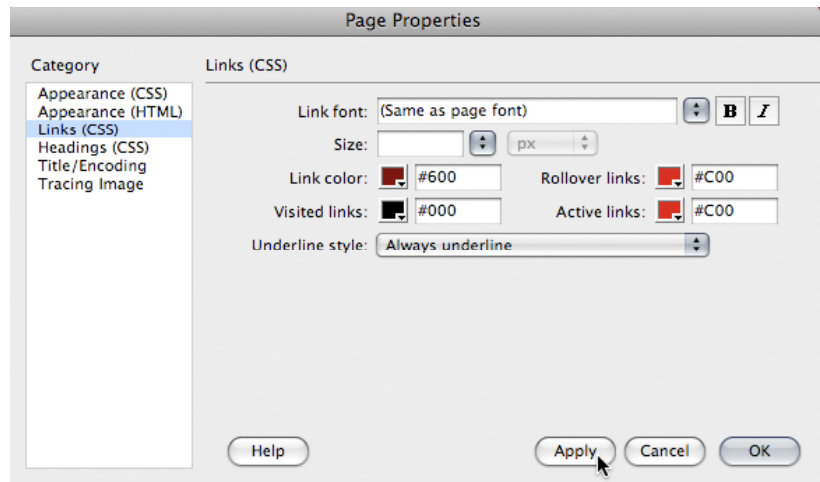
**Page Properties** allow you to define how the page looks- background color, link colors, and the title that appears in the top window of browser windows.

### Click Page Properties

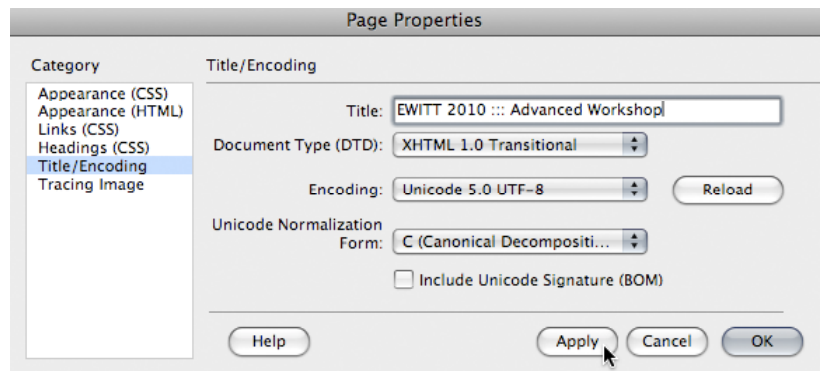
Select “Appearance (CSS)” and change Page font (this should be set to the same parameters as .ParagraphText), and change the Background color. Click “Apply” to preview. Click “OK” to keep changes.



Select “Links (CSS)” and change the color of the different states of a hyperlink as it would appear in your text.



Select “Title/Encoding” and type in the title that will appear on the browser window.





## FUN WITH FIREWORKS

### Photo Editing for Use With Title Banners

This tutorial will demonstrate tricks and techniques for combining PHOTOS with GRAPHIC ELEMENTS & TEXT to produce unique images for your website projects.

**TIP #1: Play!!** Through playful exploration with the many color combinations, textures, filters and options, you will create your own style. Make multiple images for fun before committing to a look for your site.

**TIP #2: “Bad artists copy. Good artists steal.”** A favorite quote from Pablo Picasso is a good practice for budding designers. Take a look at websites, magazines, television commercials, etc. for inspiration for your own look. A great lesson would be to find a design to mimic. Through the process of dissecting the design, many lessons will be learned. Then, use the techniques learned from that lesson to create your own look.

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### Working with Pixels, a.k.a. Bitmap images

Imagine the digital images that you are working with are pieces of paper- you can cut out shapes and specific images, you can paste images from different photos, you can layer images on top of each other, you can put those images on a colorful textured background and you can write and scribble all over the entire thing. Fireworks can mimic all of these steps with logical tools and commands.

Photos are made of pixels, which make them a Bitmap image- as opposed to Vector images, which we use to create shapes and text. Fireworks has organized the Tools window into logical sections- you'll see the Bitmap section with the tools used specifically for working with pixels. The tools are:

**Marquee-** selects an area of pixels in both rectangular and oval shapes

**Lasso (also Polygon Lasso)-** selects an area of pixels in *irregular* shapes drawn by the user. The Polygon lasso draws only straight lines from specified points.

**Magic Wand-** selects a continuous area of one color. (Select > Select Similar will then select every instance of that color in the image.

**Pencil, Paintbrush & Eraser-** tools that behave like their name and come with many options available in the Preferences window.

**Blur tool (also Sharpen, Dodge, Burn and Smudge)-** all tools that manipulate the appearance of the image.

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## Resizing Images

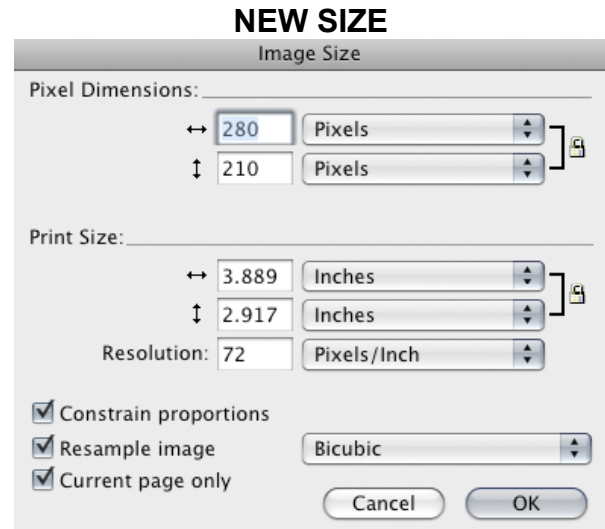
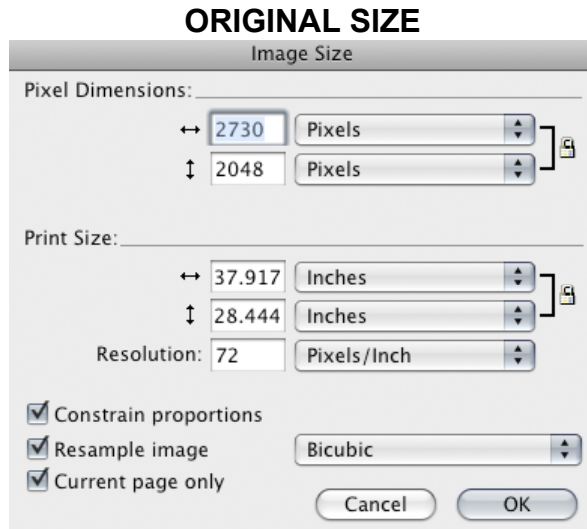
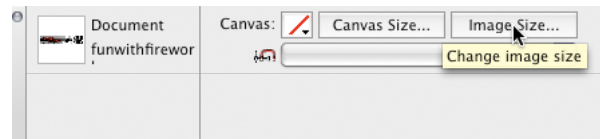
Determine the desired dimensions of the image by sketching out your page design on the Paper Template. Most often, only one dimension is the 'important' dimension to pay attention to. For instance, if creating an image to fit on half of the content area of your template, you would make sure that the image's width is between 250-280 pixels. The same principle would apply if prepping an image to use on a title banner image (as demonstrated in this tutorial) with the exception that you would keep the image larger than the banner to leave room to shrink and crop.

### File > Open

Select the image you would like to work with.

In the **Properties Menu**, click **"Image Size"** to open the window to make changes

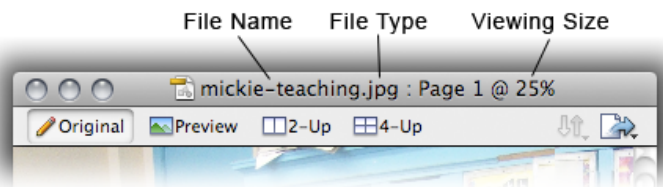
*Alternate Route: Modify > Canvas > Image Size...*



**NOTE:** Only the "280" for the width was entered. Because "Constrain proportions" is checked, FW automatically calculated the height.

### A Note on Viewing Your Image

FW will shrink the appearance of your image to fit on the monitor. You might be viewing a very large image at only 25% of its actual size.



**Command "+" or "-" will zoom in or out of the image.**

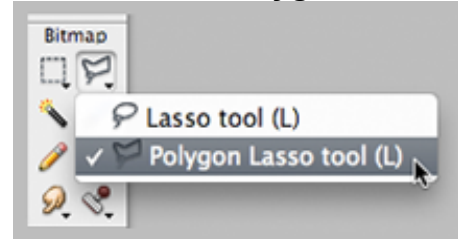
# Cutting Images out of a Photo

Just like working with paper, there are many ways to cut images out of a photo. For this example, we want to focus on just the instructor and students. We need to cut away everything else. We'll use the Lassos and the Eraser to accomplish this task.

## ORIGINAL IMAGE



## Step 1: Select with Polygon Lasso



- Select the Polygon Lasso tool
- Click a point and draw a line. Continue until completely around the focal image and the end of the line meets up with the beginning. It might take a few tries to get used to it! Hit "Esc" if you get stuck.  
*Don't worry if it's not perfect- eraser will fix it up.*
- Select > Select Inverse
- Hit "Delete" on your keyboard
- Select > Deselect to get rid of marquee

## LASSOED IMAGE



*The checkered background represents where the image is transparent.*

## Step 2: Clean up with Eraser & Lasso

- Use the Eraser and/or Lasso to remove any additional unwanted pixels.
- Adjust the size of the eraser accordingly.
- Hit "Delete" after using Lasso to select pixels
- Select > Deselect to get rid of marquee

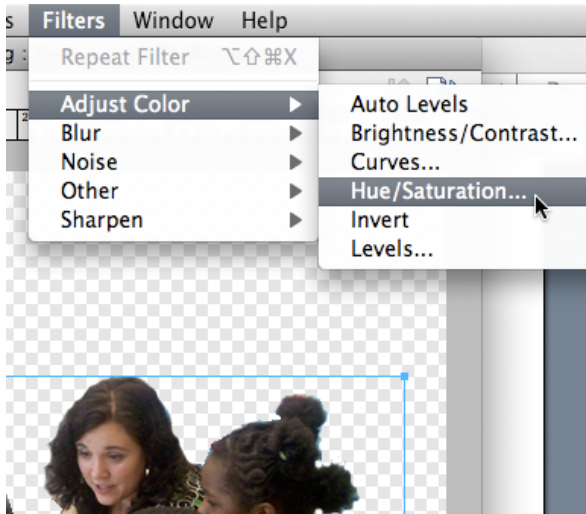


Notice that the image has much more impact. Now you have a focal image to play with. In this state you may apply Filters as Glow, Bevel and Emboss, apply artistic filters, adjust the color, etc.

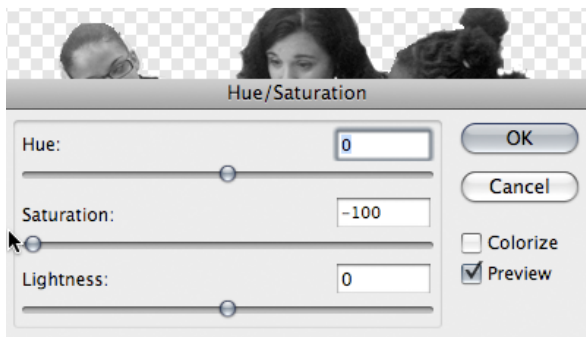
## Color Photo to Grey Scale

Click to select image

Filters > Adjust Color > Hue/Saturation...



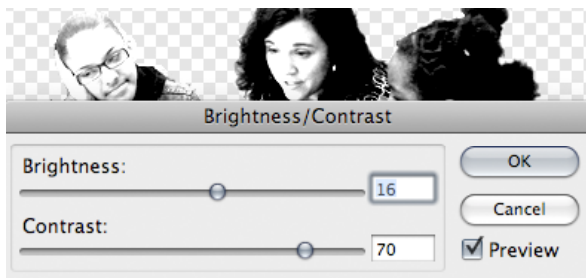
Bring the toggle for Saturation all the way to the left



## Grey Scale to High Contrast Black & White

Filters > Adjust Color > Brightness/Contrast

Bring both toggles towards the right and adjust to get the right look



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